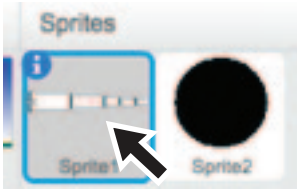


Experiment



In the Sprites pane select the **rocket** sprite.



Try changing 0.1 to a larger or smaller value, maybe 0.2 or 0.05.



What happens if you different values in the repeat loop?



In the Sprites pane select the **smoke** sprite.



What happens if you different values in the repeat loop here?



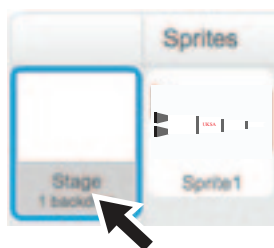
This code makes the smoke sprite clones shrink. Try -2, 0 and +2 as values here. What happens to the smoke?

Try changing some of the other values in the **pick random** code blocks. What effect do they have on the smoke?

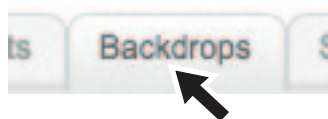
Challenges

- Make the rocket accelerate more quickly.
 - Change the rocket design.
 - Can you make more smoke, or smoke that is more realistic?
 - Watch Tazz's description of the launch. Is there anything else you can add to your code?
-

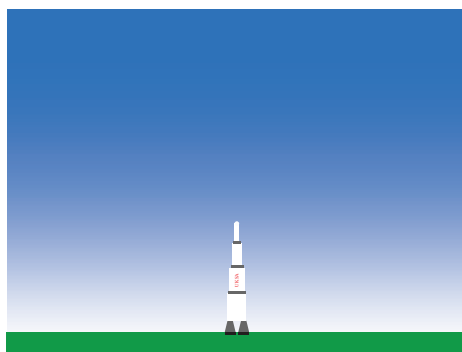
- Draw your own background:



Click the stage icon in the sprites pane.



Choose the **Backdrops** tab.



Start by drawing the sky and the ground, then add your own ideas.

- Adjust the values in the **go to x: y:** code block to make your rocket start on the ground.